ZAPPER

PC MANUAL FRONT COVER

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FIRST THINGS FIRST

THE README FILE

The *Zapper* CD-ROM game has a ReadMe file where you can view both the License Agreement and updated information about the game. We strongly encourage you to take the time to read this file in order to get the benefit of changes made after this manual went to print.

To read this file, click on the ReadMe button on the Launcher screen (see page 5). Alternatively, you can double-click on the ReadMe.txt icon in the *Zapper* directory found on your hard drive (usually C:\Program Files\Infogrames Interactive\Zapper PC\Extras\Manual). You can also view the ReadMe file by clicking on the Start button on your Windows 98/Me/2000/XP taskbar, then selecting Programs, then Infogrames, then *Zapper*, and then the ReadMe file.

SYSTEM REQUIREMENTS

Operating System:	Windows® 98/Me/2000/XP
Processor:	Pentium III 450 Mhz (or equivalent)
Memory:	64 MB RAM (128 MB recommended)
Hard Disk Space:	400 MB free (600 MB recommended)
CD-ROM Drive:	4X or higher (16X recommended)
Video:	16MB (32MB recommended) Windows® 98/Me/2000/XP-compatible 3D video card
Sound:	Windows® 98/Me/2000/XP-compatible sound card*
DirectX®:	DirectX® version 8.1 (included) or higher
Peripherals:	MS compatible keyboard and mouse (gamepad or joystick recommended)

**Indicates device should be compatible with DirectX® version 8.1 (included) or higher.*

SETUP AND INSTALLATION

1. Start Windows® 98/Me/2000/XP.
2. Insert the *Zapper* CD-ROM game disc into your CD-ROM drive.
3. If AutoPlay is enabled, the Zapper Launcher screen should appear. Click on the Install button. If AutoPlay is not enabled, double-click on the "My Computer" icon on your Windows® desktop. Next, double-click on your CD-ROM icon. If the Launcher screen still does not appear at this point, double-click on My Computer, then double-click on the *Zapper* CD-ROM icon, double-click on the Setup folder, and then double-click on the "Setup" icon to install the game.
4. Follow the on-screen instructions to finish installing the Zapper CD-ROM game.
5. Once installation is complete, click the Play *Zapper* button on the Launcher screen, or double-click on the *Zapper* game icon to start the game.

   Note: You must have the *Zapper* game disc in your CD-ROM drive to play.

INSTALLATION OF DIRECTX®

The *Zapper* CD-ROM game requires DirectX® 8.1 or higher in order to run. If you do not have DirectX® 8.1 or higher, the installer program will offer to install it for you—follow the on-screen instructions when prompted. You can also install DirectX® 8.1 from the Launcher screen (see below). Click on the Install DirectX® 8.1 and follow the direction displayed on the screen.

THE ZAPPER LAUNCHER

When you double-click the *Zapper* icon, or insert the *Zapper* game disc in your CD-ROM drive (providing AutoPlay is enabled), the Launcher screen will open. The Launcher screen allows you to install or uninstall the game, launch the game, read this manual, change your controls, and install supporting software.

PLAY ZAPPER

Click on the PLAY ZAPPER button to launch the game.

MANUAL

Click on the Manual button to display the game's manual on your screen. You must have Adobe Acrobat Reader installed on your system in order to read the manual. You can install Acrobat Reader from the Launcher screen by clicking on Install Acrobat Reader.

CONTROLS

You can change the layout of the controls on your keyboard or switch to a gamepad controller by clicking on the Controls button. See "Customizing Controls" on page 7 for directions on how to adjust your control settings.

AUDIO

Some computers have multiple sound systems installed. To change which audio system will be used while playing *Zapper*, click on the Audio button and select which audio system you prefer. Click on the Test button to make sure your selection is successful.

VIDEO

Some video cards have multiple methods to display 3D graphics and a range of resolution settings. Click on the Video button to customize these settings. Be aware that choosing a higher resolution setting will place higher demands on your computer's video card. If you play *Zapper* and are not satisfied with the game's performance, return to the Launcher screen, click on Video, and select a lower screen resolution.

OTHER LAUNCHER BUTTONS

The other buttons on the Launcher screen include links to websites that you may find interesting. You must be connected to the Internet for these buttons to work properly.

Click on the ReadMe button to open the game's readme.txt file in Notepad.

Click Close to terminate the *Zapper* Launcher screen.

GAME CONTROLS

The following are the default keyboard commands for playing *Zapper*. You can customize these commands to any configuration you wish (see "Customizing Controls," on page 7). Command configurations for gamepad controllers will vary with the type of pad. If you are using a gamepad controller, select the Controls button from the Launcher screen to view and/or change your control configuration.

KEYBOARD CONTROLS

MENU NAVIGATION	
KEY	**ACTION**
Arrow keys	Move Highlight / Adjust Setting
Enter	Confirm
Esc	Back / Previous

GAME CONTROLS	
KEY	**ACTION**
Up Arrow	Jump Forward
Down Arrow	Jump Backward
Left Arrow	Jump Left
Right Arrow	Jump Right
Left Alt	Zap / Super Zap (if super charged)
Left Ctrl	Super Jump
Left Ctrl (press and hold)	Super Jump and Buzz-Fly
Z	Turn Left
X	Turn Right
Left Shift	Locate (point antennae toward nearest egg)
Spacebar	Chirp
Esc	Pause Menu / Back / Skip Messages
Enter	Start

CUSTOMIZING CONTROLS

If you'd like to change the layout of the controls for playing *Zapper*, run the Zapper Launcher Screen and click on the Controls button. From the Controls menu, you can select what controller you will use in the game; the default is keyboard.

Note: You must have a properly connected and configured gamepad controller to use a gamepad with *Zapper*. See your gamepad's instruction manual for instructions on installing the controller and supporting software.

If you are using the keyboard, make sure that "Keyboard" is selected on the control screen. To change which key controls what action, click on the button with the name of that action and then press the key on the keyboard that you want to assign to that action. **Note:** You cannot assign two keys to the same action.

If you are using a gamepad or other controller, make sure the name of that controller appears in the selection box. To change which gamepad button controls what action, click on the screen button with the name of that action and then press the button on the gamepad that you want to assign to that action. **Note:** You cannot assign two gamepad buttons to the same action.

SAVING, LOADING AND RESETTING YOUR GAME

SAVING
Once you start a new game in Story Mode and enter a player name, the game will automatically save your progress as you complete each level.

LOADING
You can load a saved game from the Main Menu to resume playing where you last stopped. Select Story and follow the on-screen instructions.

RESETTING
You can reset your game or high scores by accessing the Game Options. Please see page 10 for further information.

BE THE CRICKET!

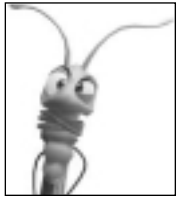
Meet Zapper — the fastest, coolest, most electrifying cricket in the known universe!

And meet Maggie — a greedy grump of a magpie who loves to decorate her nest with shiny baubles that she steals from throughout the land. In place of these trinkets, Maggie leaves behind eggs, which hatch into more magpies, who steal even more! Maggie must be stopped!

Unfortunately (for her!), Maggie nabbed Zapper's younger brother Zipper and carried him to her nest far away. Now it's up to Zapper to rescue his little bro and put an end to Maggie's reign of thievery. It won't be easy — Zapper's curious world is crowded with pitfalls and unpleasant creatures. But with his innate abilities, firefly friends and, of course, help from you, he just might have a chance.

CAST OF CHARACTERS

ZAPPER
No one asked this cricket whether he wanted to save the world — but somebody's got to do it! With your help, Zapper will face every challenge and defeat any foe as he attempts to rescue Zipper from the clutches of Maggie the Magpie.



ZIPPER
Every little grub wants to be just like his older brother — play the same games, scarf the same snacks, watch the same shows — and Zipper is no different. It's Zipper's disappearance after a tussle over the TV that leads to Zapper's quest to rescue his little brother from the thieving magpie!

MAGGIE THE MAGPIE
This greedy thief is attracted to shiny objects, and she wants them all for her nest! Unfortunately, Zipper is one of them. To make matters worse, Maggie is depositing eggs throughout the land that will hatch and release baby magpies who will help her collect ALL of the shiny and blinking baubles in the world.

MAIN MENU

At the Main Menu screen, press the **arrow keys** to highlight the type of game you want to play and then press **Enter** to select that option.

STORY MODE

This is the exciting single-player game featuring the adventures of Zapper in his quest to rescue Zipper and defeat Maggie. (See "Playing Story Mode" on page 12.)

ARCADE MODE

Arcade Mode allows you to play any level you have unlocked in Story Mode, including any bonus levels. In Arcade Mode, you can practice levels, try to finish a level in record time, and more. (See "Playing Arcade Mode" on page 12.)

GAME OPTIONS

Select Options to change game settings. At the Options screen, use the **arrow keys** to highlight the option you want to change and then press **Enter** to enter that option's sub-menu. When you have completed your adjustments, return to the previous menu by pressing **Esc**.

Sound Options – Adjust the music and sound effects volume.

Reset High Scores – Reset all of the level high scores and best times.

At the Movies – Replay the opening and ending movies, and see the game credits.

Cheats and Extras – If you collect all 400 orbs in a world you will unlock a special cheat. After you unlock a cheat, you can activate it here.

QUIT TO WINDOWS

Quits the game entirely.

PAUSE MENU

You can press **Esc** while playing to pause the game and access the Pause Menu. Press up or down on the **arrow keys** to highlight an option in the Pause Menu, and press **Enter** to confirm your selection. You can select from the following options:

Continue – Continue from where you left off before you paused the game.

Sound Options – Adjust the sound effects volume.

Return to Map – Quit the current level and return to the Map screen (Story mode only).

Restart Level – Restart the current levelfrom the beginning (Arcade mode only).

Quit – Takes you back to the Main Menu. All progress on the current level will be lost.

PLAYING ZAPPER

ENTER YOUR NAME

When you start a new game you are taken to the Name Entry screen. To enter your name, use the **arrow keys** to choose a letter for the letter slot and press **Enter** to accept the letter and proceed to the next slot. Press **Backspace** to backspace and erase the letter in the previous letter slot. Choose SPACE to leave the letter slot blank. Choose END to exit the Name Entry Screen. Your best time and name will appear in the Arcade Mode Level Select screen.

After entering your name, select one of two difficulty levels: Normal or Expert. In the Expert level, there are time limits for finishing each level.

PLAYING STORY MODE

When you select Story Mode from the Main Menu, the Map screen is displayed. Here, you can scroll through all of the worlds and levels, and play any level you have previously unlocked (by finishing it in Story Mode). Use the **arrow keys** to scroll between unlocked levels, and hit **Enter** to play the selected level.

Note: You can only complete a level after you have collected all of the eggs on it and made it to the exit. Some eggs are hidden, so keep a careful watch for hidden areas or containers where Maggie might hide an egg.

PLAYING ARCADE MODE

All levels are locked in Arcade Mode until you complete them first in Story Mode.

Select Arcade Mode, then use the **arrow keys** to highlight a level and press **Enter**. Next, choose an arcade game variation (see below) by using the **arrow keys**, and pressing **Enter** to start playing. Press **Esc** to return to a previous menu.

ARCADE GAME VARIATIONS

Time Trial – Race against the timer and get to the finish line in the quickest time. When you beat the target time for a level, it will open that level up for play using the Expert Ghost. Collect all the orbs and your best time will be stored under Orb Times.

When you set a record time, you will unlock new ways to play a level in Arcade Mode. Some of these are secrets that you must discover on your own. Here are a couple of those secrets. Shhh — don't tell anyone.

Expert Ghost Race – A little ghost will appear that moves along his own path. Stay ahead of the ghost to win.

Expert Orb Race – Race against a ghost to collect all of the orbs in the quickest time.

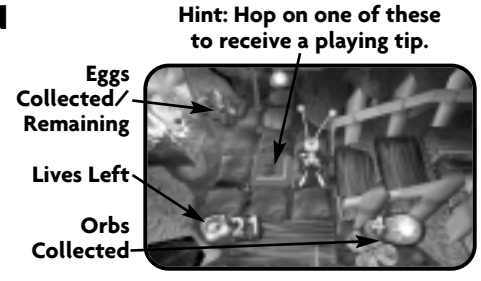
END OF LEVEL

When you complete a level in Story Mode, a Summary screen will display your stats, including the time you took to complete the level, how many items you collected, how many secrets you unlocked, and whether you collected a bonus.

If you achieve a record time in Arcade Mode, you have the option of saving your score using the name of your choice at the Name Entry screen. (The name you entered at the beginning of your saved Story Mode game is the default.) See "Enter Your Name" on page 11 for instructions on how to use the Name Entry screen.

MAIN GAME SCREEN

Survival as a heroic cricket is no small feat. Not only do you have to worry about alarming adversaries and terrifying terrain, you also have to keep track of eggs, orbs, lives, and more. Here's a breakdown of some of the information you can expect to see on screen.



ZAPPER'S ABILITIES

JUMP
Use the **arrow keys** to move Zapper one square in any direction or onto a platform that is one step up.

SUPER JUMP
When a regular jump is not enough, try a super jump. Press the **Left Ctrl** key to jump twice the distance or twice the height of a regular jump.

LOCATE
Zapper has the innate ability to locate any eggs left behind by Maggie, even those hidden in boxes or otherwise concealed. Press the **Left Shift** key to make Zapper's antennae point in the direction of the nearest egg.

BUZZ-FLY
Any creature can jump, but only a few can hover. Hold the **Left Ctrl** key to make Zapper jump and then hover (or Buzz-Fly) for a few seconds.

ZAP
Sometimes you need to deliver a little jolt to remind everybody who's boss. Press the **Left Alt** key to zap a creature or to open a box located in an adjacent square.

SUPER ZAP
Sometimes enemies and objects are too tough for Zapper's normal zap. This is a job for super zap! If you free enough fireflies by collecting power orbs, the friendly fireflies will swarm in a strategic place. When Zapper gets close enough to this swarm, they will charge him up, giving him a single, very powerful super zap. When Zapper is charged up, tap the **Left Alt** key to use super zap.

POWER-UPS

There are a variety of power-ups scattered throughout the world that give Zapper temporary protection, speed, access to hidden areas, and more. Hop onto a power-up to activate it. All power-ups, except the helmet, work only for a short period of time. Below are a few of the power-ups you'll hop across in the game. Be on the lookout for more!

POWER ORB – Collect these to unlock secrets and charge up your super zap powers.

EXTRA LIFE – Gives you an extra chance to attempt a risky maneuver.

HELMET – Allows Zapper to absorb one hit more than he normally could.

GRIG – If you make Zapper land on certain golden orbs in the correct order, you will collect a Grig, which will then follow you around and switch on the power for the hidden bridge tiles you encounter.

REWARDS

After you collect all of the eggs on a level, you can proceed to the next level.

If you collect all the orbs in a level, you'll be able to play a bonus round (Story mode only). This will give you a chance to gain extra lives and to start the next level with a helmet.

If you collect every orb in a world (a collection of three or four levels), you unlock a special bonus level.

INFOGRAMES WEB SITES

To get the most out of your new game, visit us at:

http://www.us.infogrames.com

To send e-cards to your friends, download wallpapers, or get access to other free stuff, visit our Freebies section at:

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www.ina-community.com

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Help Via the Internet

Up-to-the-minute technical information about Infogrames Interactive products is generally available 24 hours a day, 7 days a week via the Internet at:

http://www.ina-support.com

Through this site you'll have access to our **FAQ** (Frequently Asked Questions) documents, our **FTP** (File Transfer Protocol) area where you can download patches if needed, our **Hints/Cheat Codes** if they're available, and an **E-Mail** area where you can get help and ask questions if you do not find your answers within the **FAQ**.

Note: In the event we must send you a Hint Sheet, FAQ document, patch or update disc via E-mail, we may require verifiable consent from a parent or guardian in order to protect children's privacy and safety online. Consent Forms are available at the web site listed above.

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For phone assistance, call Infogrames Interactive **Tech Support** at **(425) 951-7108**. Our **Interactive Voice Response** and **Faxback** system is generally available 24/7, providing automated support and allowing FAQ documents to be faxed to you immediately.

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Live support is generally available Monday through Friday, 8:00 AM until 6:00 PM (Pacific Time). **Note:** We may be closed on major holidays.

Before making your call, we ask that you be at your computer, have the following information available, and be ready to take notes:

1. System Make and Model
2. Processor Type
3. Operating System, including version number if possible (such as Windows® 95; Windows® Me)
4. RAM (Memory)
5. Video and sound card data and drivers
6. Any screen or error messages you've encountered (and where)

You may also fax in your Technical Support questions or problems to: **(425) 806-0480**, or write to the address below.

Product Return Procedures in the United States & Canada

In the event our technicians at **(425) 951-7108** determine that you need to forward materials directly to us, please include a brief letter explaining what is enclosed and why. Make sure you include the Return Merchandise Authorization Number (RMA#) supplied to you by the technician, and your telephone number in case we need to call you. Any materials not containing this RMA# will be returned to you unprocessed. Send your materials to the following address:

Infogrames Interactive, Inc.
Attn: TS/CS Dept.
13110 NE 177th Place
Suite # B101, Box 180
Woodinville, WA 98072-9965
RMA #:

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CONSUMER SAFETY WARNINGS AND PRECAUTIONS STATEMENT:

Epilepsy Warning

READ THIS NOTICE BEFORE YOU OR YOUR CHILD USE THIS SOFTWARE

A very small portion of the population have a condition which may cause them to experience epileptic seizures or have momentary loss of consciousness when viewing certain kinds of flashing lights or patterns. These persons may experience seizures while watching some kinds of television pictures or playing certain video games. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy.

If you or anyone in your family has an epileptic condition or has experienced symptoms like an epileptic condition (e.g. a seizure or loss of awareness), immediately consult your physician before using this Software.

We recommend that parents observe their children while they play games. If you or your child experience any of the following symptoms: dizziness, altered vision, eye or muscle twitching, involuntary movements, loss of awareness, disorientation, or convulsions, DISCONTINUE USE IMMEDIATELY and consult your physician.

FOLLOW THESE PRECAUTIONS WHENEVER USING THIS SOFTWARE:

- Do not sit or stand too close to the monitor. Play as far back from the monitor as possible.
- Do not play if you are tired or need sleep.
- Always play in a well-lit room.
- Be sure to take a 10- to 15-minute break every hour while playing.

Repetitive Strain Statement

Some people may experience fatigue or discomfort after playing for a long time. Regardless of how you feel, you should ALWAYS take a 10- to 15-minute break every hour while playing. If your hands or arms become tired or uncomfortable while playing, stop and rest. If you continue to experience soreness or discomfort during or after play, listen to the signals your body is giving you. Stop playing and consult a doctor. Failure to do so could result in long term injury.

If your hands, wrist or arms have been injured or strained in other activities, use of this Software could aggravate the condition. Before playing, consult a doctor.

Motion Sickness Statement

This Software generates realistic images and 3-D simulations. While playing or watching certain video images, some people may experience dizziness, motion sickness or nausea. If you or your child experience any of these symptoms, discontinue use and play again later.

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GOVERNING LAW; ARBITRATION: This Agreement shall be governed by, and any arbitration hereunder shall apply, the laws of the State of New York, U.S.A., excluding (a) its conflicts of laws principles; (b) the United Nations Convention on Contracts for the International Sale of Goods; (c) the 1974 Convention on the Limitation Period in the International Sale of Goods (the "1974 Convention"); and (d) the Protocol amending the 1974 Convention, done at Vienna April 11, 1980.

Any dispute, controversy or claim arising out of or relating to this Agreement or to a breach hereof, including its interpretation, performance or termination, shall be finally resolved by arbitration. The arbitration shall be conducted by three (3) arbitrators, one to be appointed by Infogrames Interactive, one to be appointed by You and a third being nominated by the two arbitrators so selected or, if they cannot agree on a third arbitrator, by the President of the American Arbitration Association ("AAA"). The arbitration shall be conducted in English and in accordance with the commercial arbitration rules of the AAA. The arbitration, including the rendering of the award, shall take place in New York, New York, and shall be the exclusive forum for resolving such dispute, controversy or claim. The decision of the arbitrators shall be binding upon the parties hereto, and the expense of the arbitration (including without limitation the award of attorneys' fees to the prevailing party) shall be paid as the arbitrators determine. The decision of the arbitrators shall be executory, and judgment thereon may be entered by any court of competent jurisdiction.

Notwithstanding anything contained in the foregoing Paragraph to the contrary, Infogrames Interactive shall have the right to institute judicial proceedings against You or anyone acting by, through or under You, in order to enforce Infogrames Interactive's rights hereunder through reformation of contract, specific performance, injunction or similar equitable relief. For the purposes of this Paragraph, both parties submit to the jurisdiction of, and waive any objection to the venue of, the state and federal courts of the State of New York.

NOTES

NOTES

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